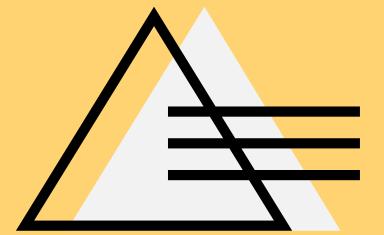


PORTFOLIO

Emre Erkan

Introducing **ABOUT ME**

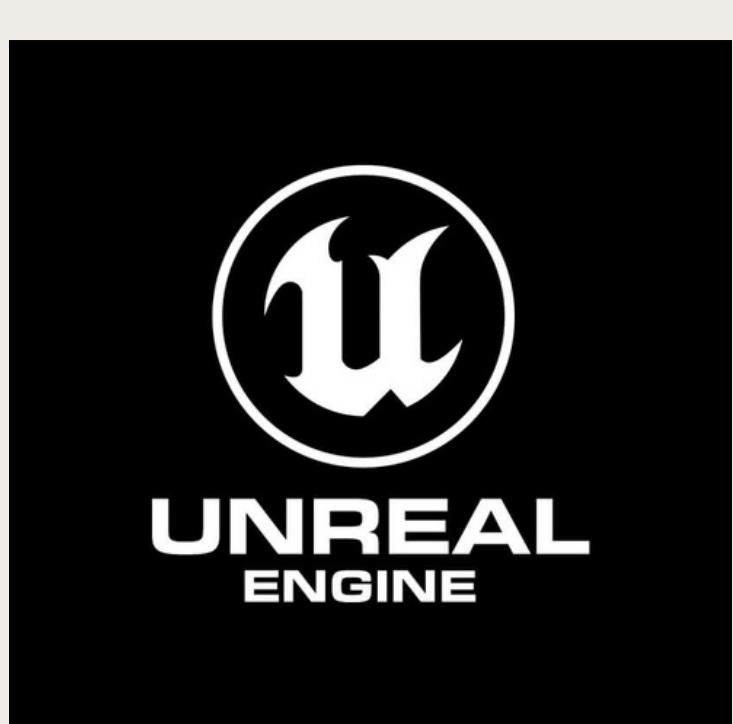
I'm 25 years old and a new graduate computer engineer. I'm a gamer, I have been interested in game developing for 2 years and I want to set my path in this industry. I'm mostly into game designing, I enjoy finding undiscovered ideas and I wish to make people experience something new.



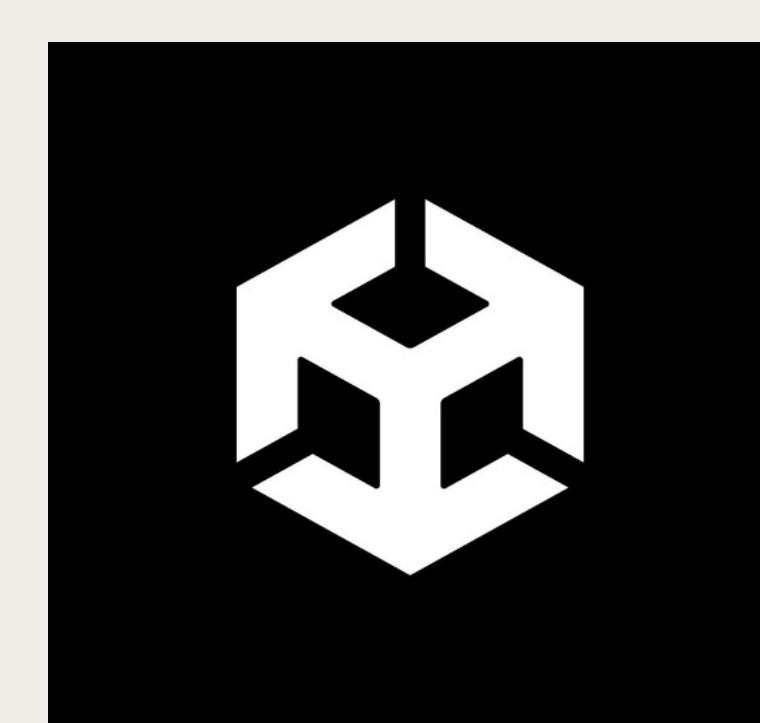
Emre Erkan

Game Designer
Game Developer

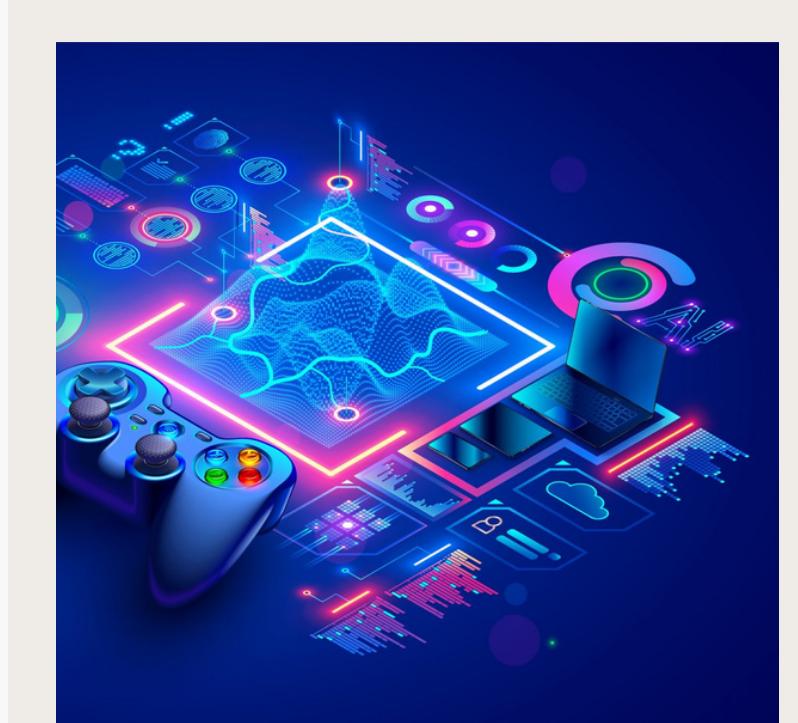
PERSONAL SKILLS



Unreal Engine



Unity



Game Design



Creativity

EXPERIENCE



I worked in Funverse Games for 6 months as a game developer intern. I developed a game by myself.



I've worked in teams within Game Factory as game designer. I'm currently in a team named Sionadel Games.



I've trained myself on Unity and worked on personal projects when I started learning about game developing.

EDUCATION

2017 - 2022
Computer Engineering

Kutahya Dumlupinar University

LANGUAGE

Advanced in English
88.75 score in YDS

Project

PORTFOLIO

I haven't worked on Unity for a long time.
I was focused on Unreal Engine since the
beginning of 2023.

Projects are on my GitHub:
<https://github.com/emre0erkan>

Arena (UE4)

The game I developed for internship. Used
Unreal Engine, Blueprints and GAS.

Money Rush Clone

A clone game I made to develop myself. Can
be found on GitHub along with others.

Game Design Documents

I have created several GDD's, some of them
can be found in my GitHub.



ARENA

The project I made for internship. Used Unreal Engine 4 and blueprints. I made everything other than visuals.





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THANK YOU FOR YOUR TIME

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